

## IMMAGINI DEL QUARTO CAPITOLO

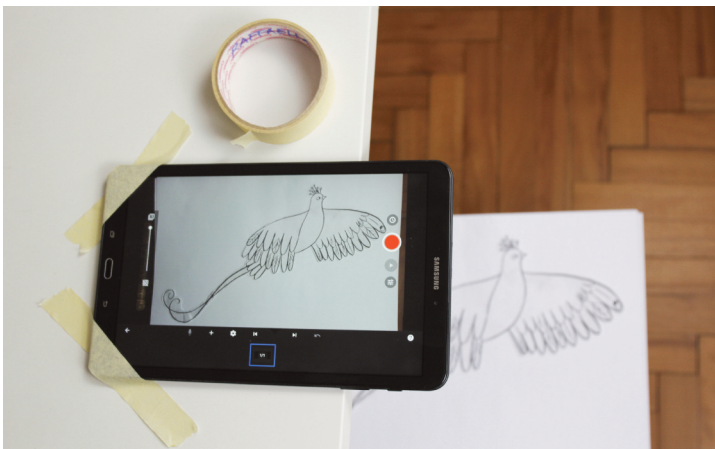


Fig. 4.1 – Sopra: laboratorio “preistorico”.  
Sotto: laboratorio “medievale”.

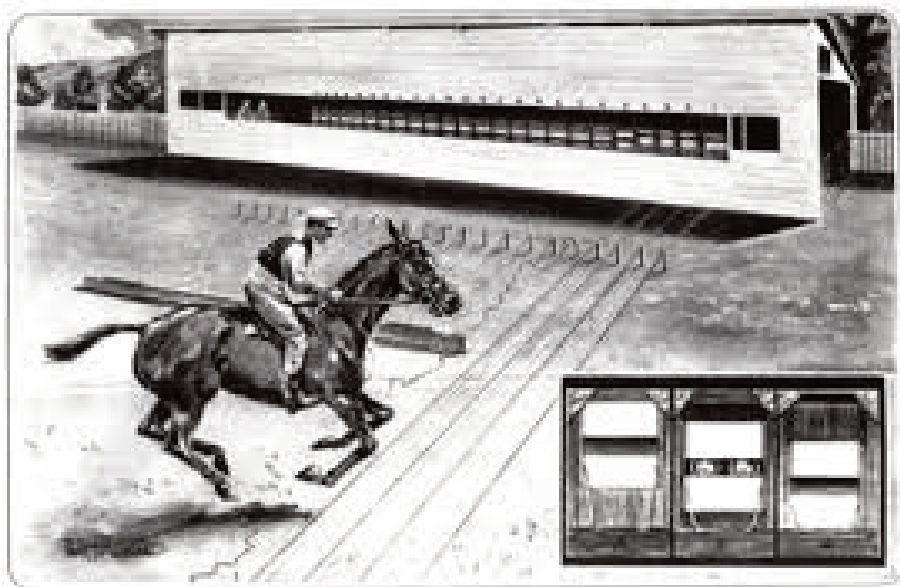


Fig. 4.2 – Collocazione delle macchine e dei fili di scatto.  
*Illustrated London News*, 18 July 1931.

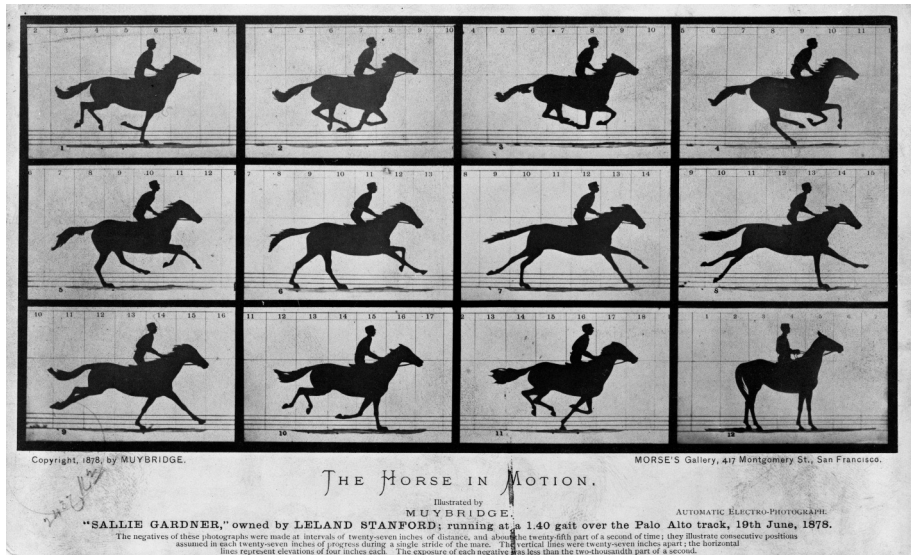


Fig. 4.3 – *The Horse in Motion*, E. Muybridge, 1878.

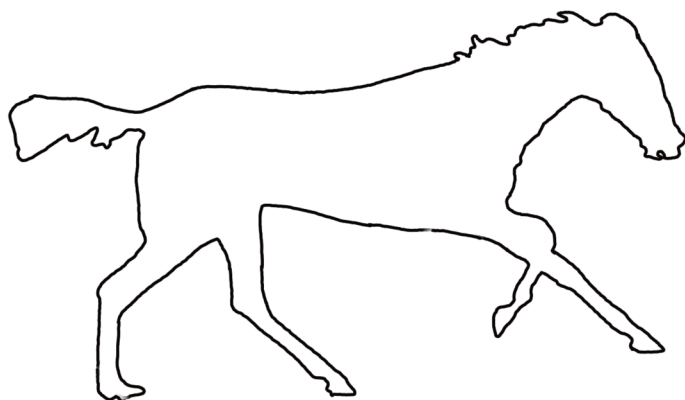
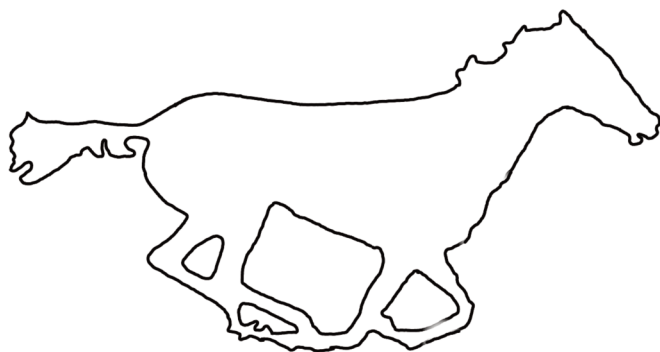


Fig. 4.4 – Sopra: sagoma 1.  
Sotto: sagoma 6.





Fig. 4.5 – Due fotogrammi della sequenza di immagini decorata dai bambini.



Fig. 4.6 – Sopra: *Blik*, B. Schravendel (2010).  
Sotto: *Thought of You*, R. Woodward (2010).

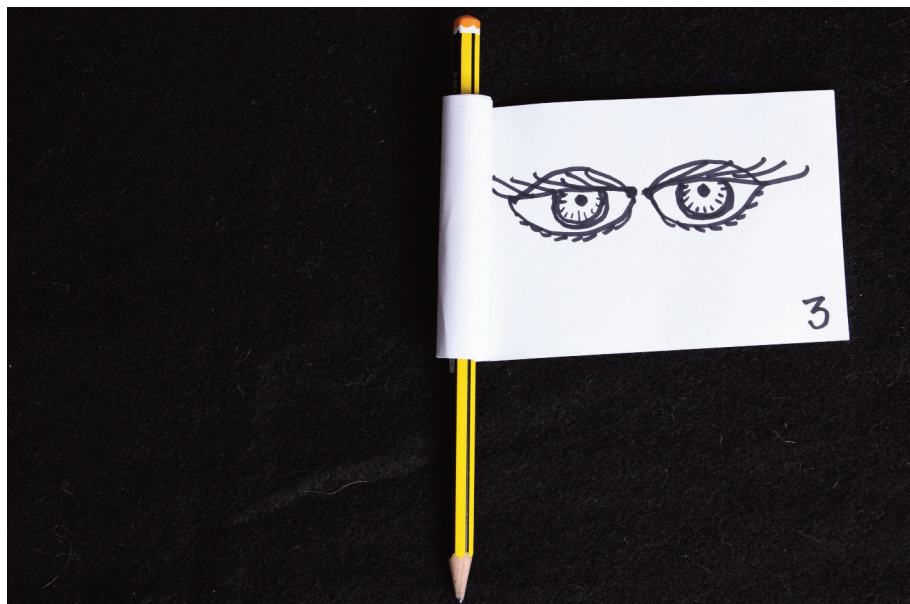


Fig. 4.7 – Il pedemascoPIO nelle due posizioni:  
aperto e chiuso.



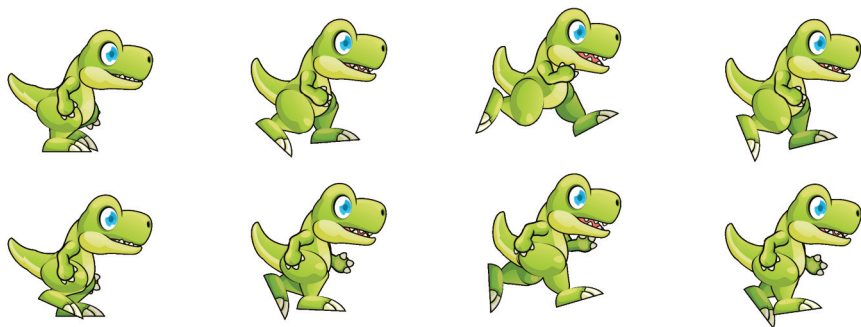


Fig. 4.8 – Dino *sprite sheet*, Z. Alfitra.



Fig. 4.9 – Esempio di *sprite* di forma rigida: una slitta.

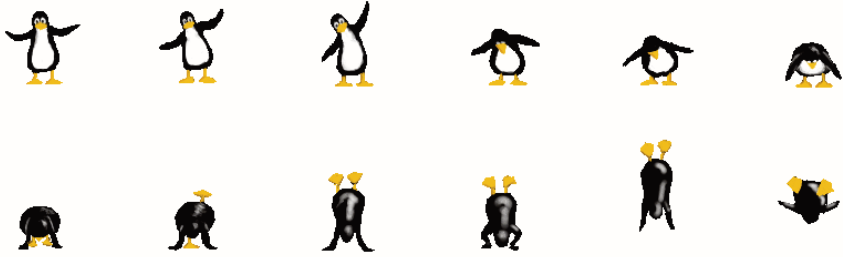


Fig. 4.10 – La GIF *Tuxtricks* trasformata in *sprite sheet*, tramite piattaforma Ezgif.

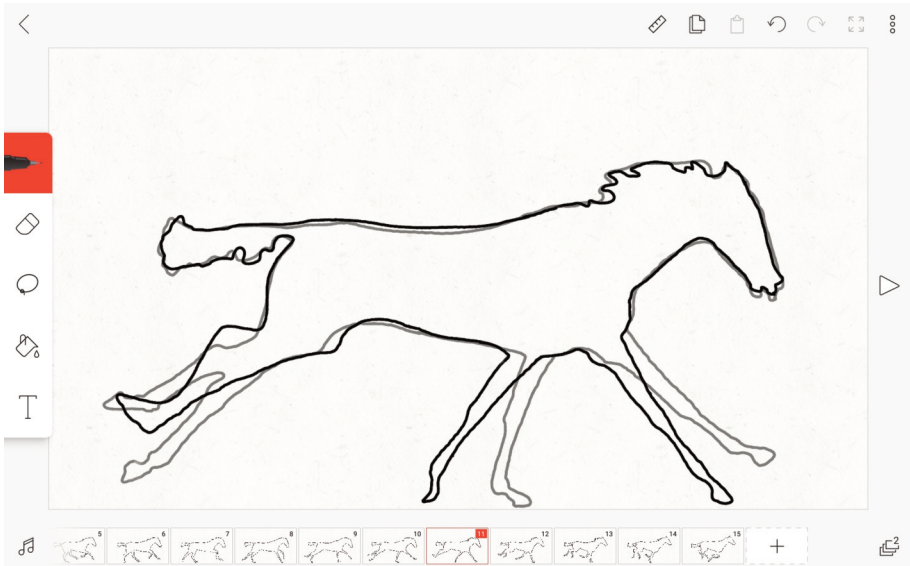


Fig. 4.11 – *Onion skinning* in FlipaClip.



Fig. 4.12 – Sopra: operai al lavoro.  
Sotto: animazione di prova.



Fig. 4.13 – Sopra: fotogramma del video del cavallo in *stop-motion*. Sotto: scheda per comprendere il procedimento.





Fig. 4.14 – Sopra: *Principi e principesse*, M. Ocelot (2000).  
Sotto: *L'isola dei cani*, W. Anderson (2018).



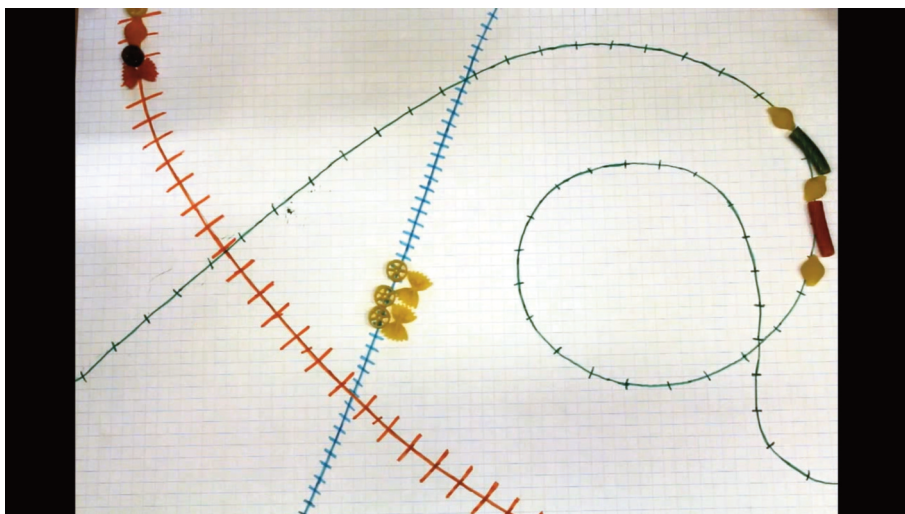


Fig. 4.15 – Sopra: le rotaie.  
Sotto: composizione.

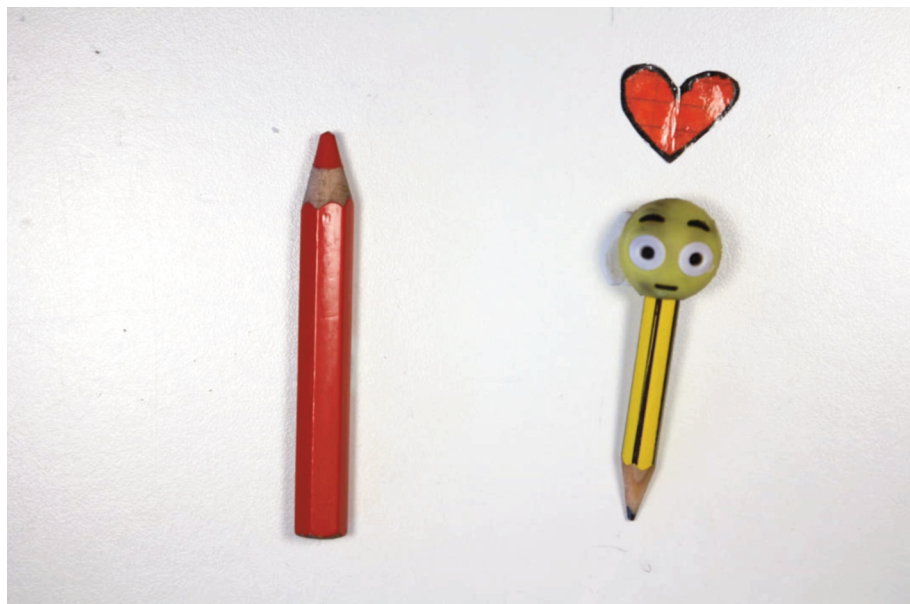


Fig. 4.16 – *Astucci animati*: un esempio di animazione improvvisata dai bambini.

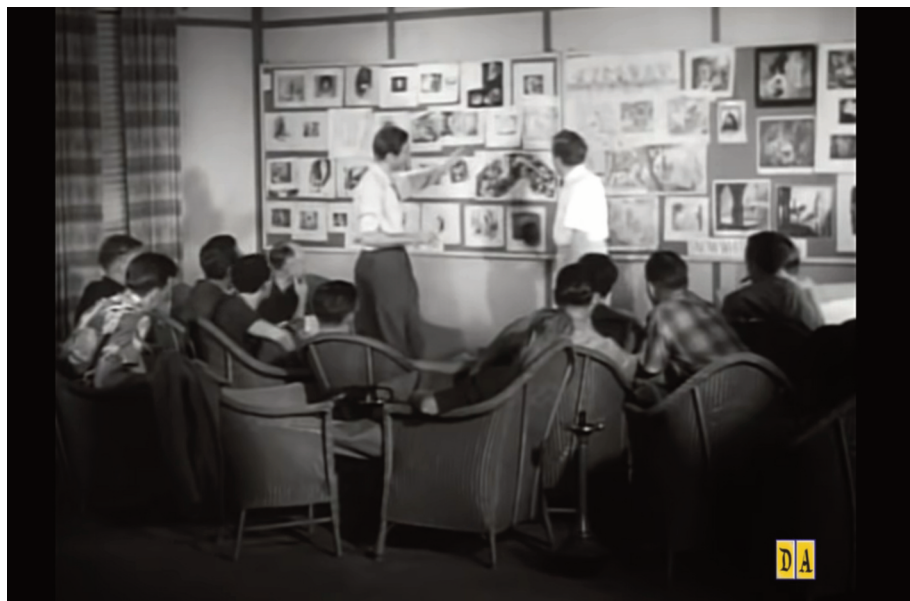


Fig. 4.17 – Sopra: storyboard.  
Sotto: storyboard dettagliato.

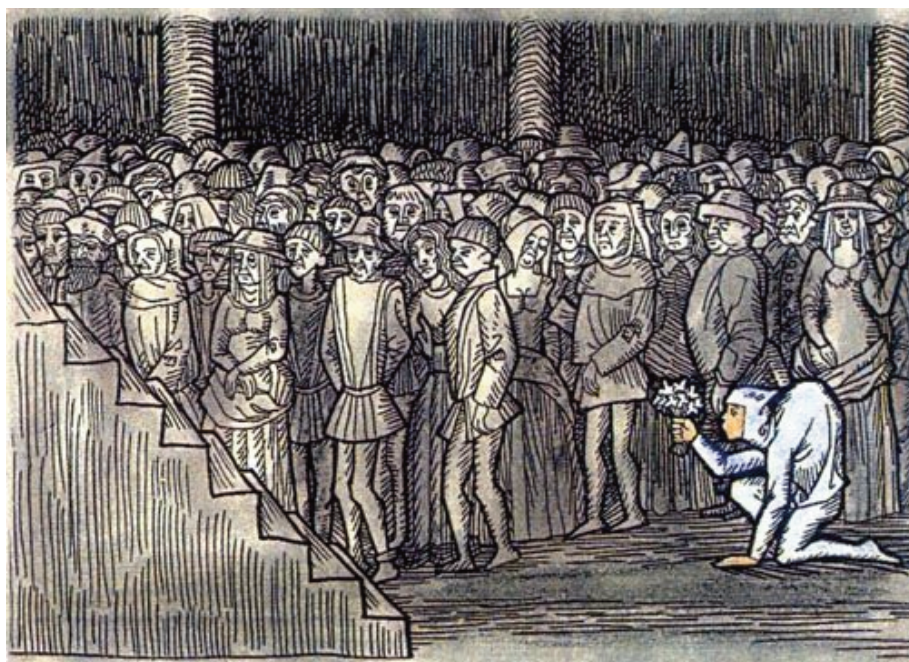


Fig. 4.18 – *La leggenda del povero gobbo*, M. Ocelot (1982).





Fig. 4.19 – Sopra: un fotogramma di *Alberi*.  
Sotto: *The making of Alberi*.



Fig. 4.20 – Due fotogrammi di Zoo.